

**Section I:****AMENDMENT UNDER 37 CFR §1.121 to the CLAIMS**

1. (original) A computer-implemented method of communicating emotional aspects associated with a communication session from a first person to a second person, said method comprising the steps of:
  - receiving one or more emotional characteristic indicators from at least one emotional content analyzer system as the result of at least one emotional content analysis performed on said communication session from said first person;
  - identifying said first person and said second person;
  - determining an overall emotional state for said first person relative to said first person's identity and said received emotional content analysis results;
  - generating one or more electronic symbols representing said overall emotion, said electronic symbols being interpretable by said second person;
  - and
  - presenting said electronic symbols to said second person in association with said communication session.
2. (original) The computer-implemented method as set forth in Claim 1 wherein said step of receiving results of at least one emotional content analysis comprises receiving the results of a process selected from the group of a hand gesture recognizer, a body movement recognizer, a voice pitch analyzer, and a facial expression recognizer.
3. (original) The computer-implemented method as set forth in Claim 1 wherein said step of identifying said first person comprises accessing an electronic cultural profile for said first person to assist in determining said overall emotional state.
4. (original) The computer-implemented method as set forth in Claim 1 wherein said step

of identifying said second person comprises accessing an electronic cultural profile for said second person to assist in determining appropriate electronic symbols to accurately represent said overall emotional state of said first person to said second person.

5. (original) The computer-implemented method as set forth in Claim 1 wherein said step of generating one or more electronic symbols corresponding to said overall emotional state comprises generating an electronic symbol selected from the list of a text-based emoticon, a graphical emoticon, a text highlight method, a text size change, a text underlining method, a text bolding method, one or more signals for a Telephone Terminal for the Deaf system, and a Braille code.
6. (currently amended) An article of manufacture ~~A computer readable media encoded with software~~ for communicating emotional aspects associated with a communication session from a first person to a second person, comprising ~~said software causing a computer to perform the steps of:~~
  - a computer readable medium suitable for storing computer programs; and
  - one or more computer programs stored by said computer readable media,configured to cause a computer to perform the steps of:
  - (a) receiving via a computer-readable communication means one or more emotional characteristic indicators from at least one emotional content analyzer system as the result of at least one emotional content analysis performed on said communication session from said first person;
  - (b) identifying said first person and said second person;
  - (c) determining an overall emotional state for said first person relative to said first person's identity and said received emotional content analysis results;
  - (d) generating one or more electronic symbols representing said overall emotion, said electronic symbols being interpretable by said second person; and
  - (e) presenting on a user interface device said electronic symbols to said second person in association with said communication session.

7. (currently amended) The ~~computer readable medium~~ article of manufacture as set forth in Claim 6 wherein said ~~software~~ computer program for receiving results of at least one emotional content analysis comprises software for receiving the results of a process selected from the group of a hand gesture recognizer, a body movement recognizer, a voice pitch analyzer, and a facial expression recognizer.
8. (currently amended) The ~~computer readable medium~~ article of manufacture as set forth in Claim 6 wherein said ~~software~~ computer program for identifying said first person comprises software for accessing a electronic cultural profile for said first person to assist in determining said overall emotional state.
9. (currently amended) The ~~computer readable medium~~ article of manufacture as set forth in Claim 6 wherein said ~~software~~ computer program for identifying said second person comprises software for accessing an electronic cultural profile for said second person to assist in determining appropriate symbols to accurately represent said overall emotional state of said first person to said second person.
10. (currently amended) The ~~computer readable medium~~ article of manufacture as set forth in Claim 6 wherein said ~~software~~ computer program for generating one or more electronic symbols corresponding to said overall emotional state comprises software for generating an electronic symbol selected from the list of a text-based emoticon, a graphical emoticon, a text highlight method, a text size change, a text underlining method, a text bolding method, one or more signals for a Telephone Terminal for the Deaf system, and a Braille code.
11. (original) A system for communicating emotional aspects of a communication session from a first person to a second person, said system comprising:
  - a recognizer input configured to receive results of at least one emotional content analyzer performed on said first person;
  - a set of user ID's configured to identify said first person and said second person;

an emotional state analyzer adapted to determine an overall emotional state for said first person relative to said first person's identity and said received emotional content analyzer results;

a symbol generator adapted to generate one or more symbols representing said overall emotion, said symbols being suitable for interpretation by said second person; and

a symbol merger for merging said generated symbols with said communication session for presentation to said second person.

12. (original) The system as set forth in Claim 11 wherein said recognizer input is further adapted to receive the results of a recognizer selected from the group of a hand gesture recognizer, a body movement recognizer, a voice pitch analyzer, and a facial expression recognizer.
13. (original) The system as set forth in Claim 11 wherein said user ID's further comprises a cultural profile for said first person to assist in determining said overall emotional state.
14. (original) The system as set forth in Claim 11 wherein said user ID's further comprise a cultural profile for said second person to assist in determining appropriate symbols to accurately represent said overall emotional state of said first person to said second person.
15. (original) The system as set forth in Claim 11 wherein said system generator is further adapted to generate a symbol selected from the list of a text-based emoticon, a graphical emoticon, a text highlight method, a text size change, a text underlining method, a text bolding method, one or more signals for a Telephone Terminal for the Deaf system, and a Braille code.
16. (original) The system as set forth in Claim 11 wherein said symbol merger is adapted to merge a communication session selected from the group of an electronic mail message, an online text chat, a video conference, an online classroom, a captioned television broadcast, a multimedia presentation, and an open captioned meeting.